

Sprint 1 Retrospective

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PURPOSE

To reflect on the Sprint we undertook and identify possible roadblocks or bottlenecks to increase our productivity.

RIGHTS

The team worked well together from the start. Jonathon assigned the team issues on GitHub based on each person’s interest in features. Everyone completed their issues in a reasonable amount of time. This left time to polish up features on Sprint 1. From our SCRUM meetings everyone thought that the work was evenly distributed. During Sprint 1, we demoed the future features in separate projects, to better understand the direction forward. From the beginning, we documented the images and tutorials we used in a text file under assets/credits.txt to allow easy source citation. We had three face-to-face meetings which worked out nicely, because it was often enough to stay on track and discuss upcoming features. No code was written during meetings, the focus was on status updates and suggestions from team members. We followed an outline for the meetings to keep them under 30 minutes, our goal was to do 15-minute meetings, so everyone could focus more time on their assigned issues. Our meeting notes are in a separate document to make this document cleaner.

WRONGS

From our perspective, everything went really well. There were no noticeable problems during Sprint 1. However, there are a few changes we plan to implement in future Sprints documented below.

CHANGES

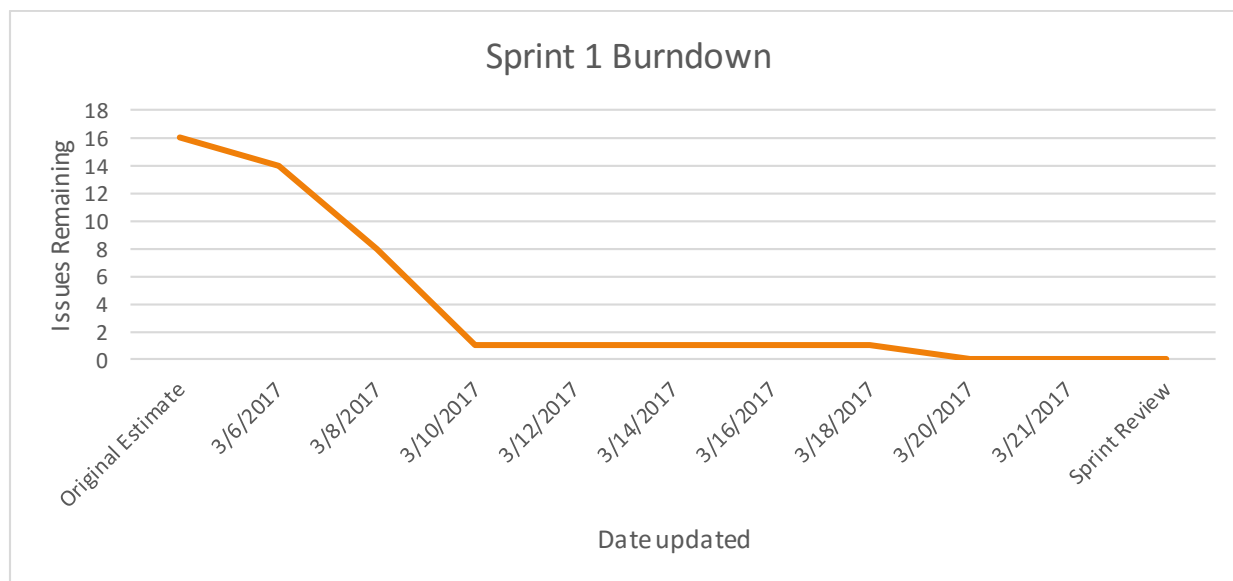
In regards to procedure, we are going to be more specific with labeling our GitHub issues and communicate better about large commits to the project. We have added the changes and additions made by the customer to the product backlog. We predicted most of the new features and our existing codebase is somewhat flexible which should minimize the amount of major changes we need to make. Our product backlog is updated from our final SCRUM meeting during Sprint 1, it is updated with the changes made by Dr. Keyser in the Sprint 2 folder.

PRODUCT BACKLOG

ID	Product Backlog Item	Assignee					Sprint Added
			Priority	Difficulty	EST(Hrs)	Sprint	
14	Implement a seed class	Jonathon	MID	HIGH	3	2	0
15	Iterative deepening implemented	Jonathon	MID	HIGH	10	3	0
16	Alpha-beta pruning implemented across one level	Andrew	MID	HIGH	5	3	0

17	Alpha-beta pruning implemented across all levels	Andrew	MID	HIGH	3	3	0
18	Minimax tree used for AI	Xiaoyu	MID	HIGH	5	2	0
19	Computer looks ahead one move in tree	Xiaoyu	MID	HIGH	3	2	0
20	Computer can randomly select a valid move	Jonathon	MID	HIGH	4	2	0
21	Computer identifies all valid moves	Jonathon	MID	HIGH	3	2	0
23	separate GUI into screens	Xiaoyu	HIGH	HIGH	3	2	1
24	merge project into MVC framework	Jonathon	HIGH	MID	2	2	1
25	turn clock ends turn if expired	Jonathon	MID	MID	2	2	1

SPRINT 1 BURNDOWN



PRODUCT BURNDOWN

